

IN THE CLAIMS:

Please amend the claims as follows:

1. (Currently Amended) A method for providing transportable character-centric gaming at a wireless access to a user comprising the steps of:

 providing a first gaming server at a first wireless access, wherein the gaming server is accessible from the wireless access;

 providing at least one first selectable game at said first gaming server having at least one savable character;

 providing the capability to select to save the savable character at an arbitrary point in the first game onto a transportable storage medium to retain a current saved character, wherein the current saved character is loadable for play in a second game independent of said first game;

saving the selected savable character onto the transportable storage medium; and

providing the ability to transport the savable character from the first gaming server to a second gaming server.

2. (Cancelled)

3. (Currently Amended) The method of claim 1_2, wherein the first and second games are different.

4. (Currently Amended) The method of claim 1, wherein the further comprising the step of providing a second game is provided at and a second gaming server WLAN hotspot, wherein the future game comprises the second game at the second WLAN hotspot and the first gaming server WLAN hotspot and the second gaming server WLAN hotspot are different.

5. (Previously Presented) The method of claim 1, further comprising the steps of:

determining if a previously saved character exists for the selectable game which is desired to be used,

wherein if a previously saved character exists further comprising the steps of entering (207) the previously saved character for use in the selectable game; and

wherein if a previously saved character does not exist, further comprising the step of allowing play (209) of the selectable game with a game-provided character.

6. (Previously Presented) The method of claim 1, further comprising the steps of:

determining if a previously saved character exists for the selectable game, wherein if a previously saved character exists for the selectable game, further comprising the steps of:

determining if the previously saved character is desired to be deleted and replaced with the current saved character, wherein if said previously saved character is desired to be deleted and replaced with the current saved character, further comprising the steps of determining the previously saved character to be deleted, replacing the deleted previously saved character with the current saved character; and wherein if said previously saved character is not desired to be deleted and replaced with the current saved character, further comprising the steps of allowing the current saved character to be saved and retaining the previously saved character;

and wherein if a previously saved character for the selected game does not exist, further comprising the steps of allowing the current character to be saved .

7. (Original) The method of claim 1, wherein the transportable medium comprises at least one of a laptop, PDA, floppy disk and compact disk.

8. (Previously Presented) The method of claim 1, further comprising the steps of:

providing at least one selectable gaming environment on the first gaming server; and

providing the ability to enter the saved character for play in the selected gaming environment.

9. (Currently Amended) The method of claim 1, further comprising the steps of:

providing a second gaming server at a second WLAN hotspot, the second gaming server including at least one the second game and at least one second gaming environment;

providing the ability to log onto the second WLAN hotspot and access the second gaming server;

providing the ability to select at least one of the second game or the second gaming environment on the second gaming server;

providing the ability to load the saved character from the transportable medium onto the second gaming server; and

providing the ability to load the saved character for play in the at least one selected second game or second gaming environment.

10. (Cancelled).

11. (Currently Amended) A method for providing transportable character-centric gaming comprising the steps of:

providing at least one first selectable game having at least one savable character, wherein said savable character is savable independent of the first game;

providing the capability to select to save the at least one savable character at an arbitrary point in the at least one first game onto a transportable storage medium to form a saved character; and

saving the selected savable character onto the transportable storage medium;

providing the capability to select to load the saved character for play in at least one of

said first selectable game or other games, wherein the saved character is loadable for play independent of said first game;

loading the selected saved character in the selected game; and
providing the ability to transport the savable character from the first gaming server to a second gaming server.

12. (Previously Presented) The method of claim 11, further comprising the step of providing a first gaming server and a first wireless local area network hotspot, wherein the first game is provided on the first gaming server at the first wireless local area network hotspot.

13. (Previously Presented) The method of claim 12, further comprising the step of providing a second game, a second gaming server and a second wireless local area network, where the second game is provided on the second gaming server at the second wireless local area network.

14. (Previously Presented) The method of claim 12, further comprising the step of providing at least one first gaming environment on the first gaming server.

15. (Previously Presented) The method of claim 13, further comprising the step of providing at least one second gaming environment on the second gaming server.

16. (Previously Presented) The method of claim 14, further comprising the steps of:
 providing the ability to select at least one of the first game or the first gaming environment for play; and
 providing the ability to load the saved character for play in the at least one selected first game or gaming environment.

17. (Previously Presented) The method of claim 15, further comprising the steps of:

 providing the ability to select at least one of the second game or the second gaming environment for play; and

 providing the ability to load the saved character for play in the at least one selected second game or second gaming environment.

18. (Original) The method of claim 11, wherein said other games comprise games independent of said first game.

19. (Previously Presented) The method of claim 11, further comprising the steps of:

 determining if a previously saved character exists which is desired to be used for the selectable game,

 wherein if a previously saved character exists which is desired to be used for the selectable game, further comprising the step of entering the previously saved character for use in the selected game, and

 wherein if a previously saved character which is desired to be used for the selectable game does not exist, further comprising the step of allowing play of the selectable game with a game-provided character.

20. (Currently Amended) A device comprising:

 a medium adapted to store a savable gaming character at an arbitrary point in a first game accessed wirelessly from a first gaming service, wherein the saved character is loadable for play in a second game independent of said first game and transportable from a first gaming server to a second gaming server.